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SCAVENGER



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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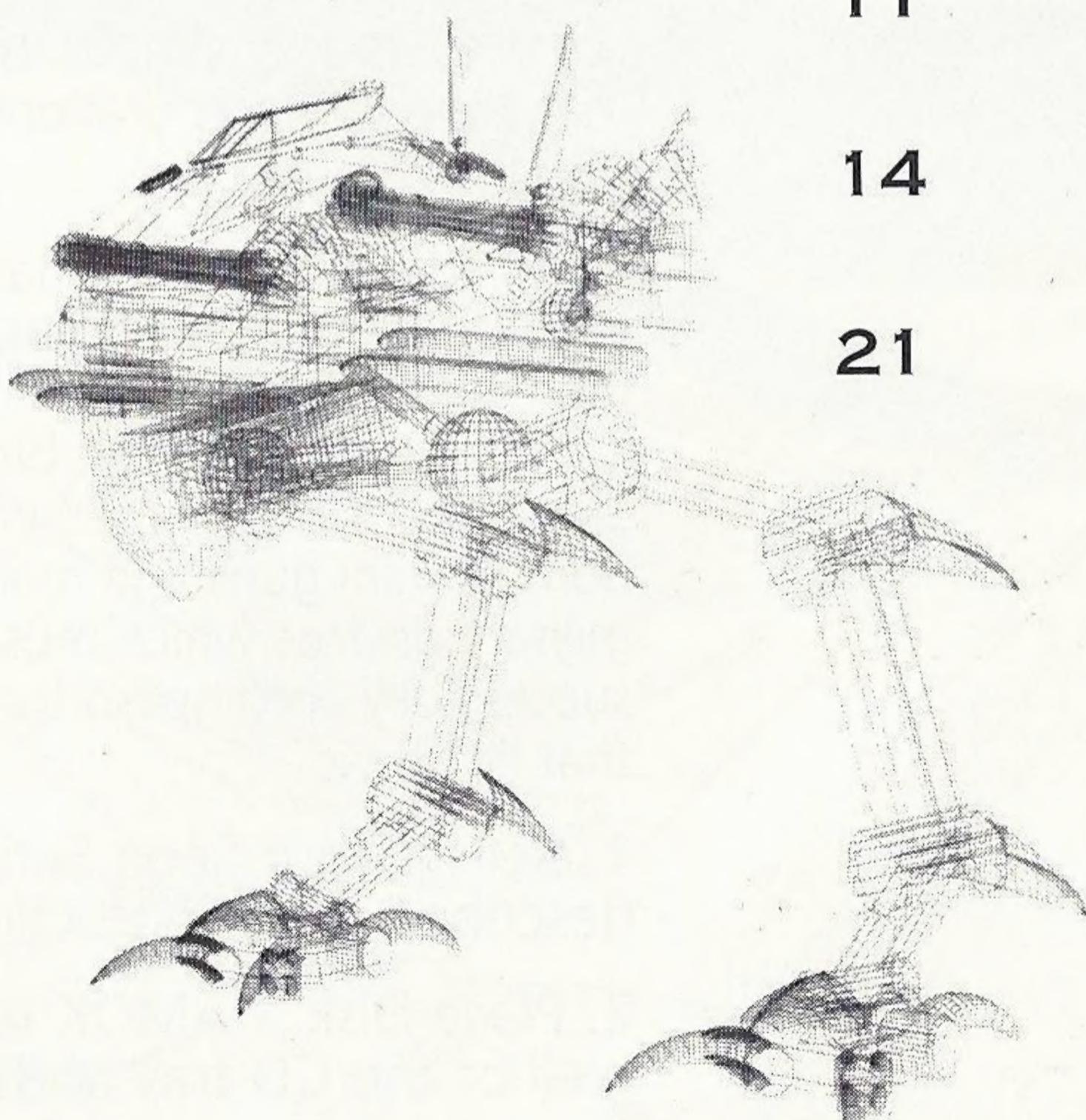
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TABLE OF CONTENTS

INTRODUCTION	2
GETTING STARTED	3
CONTROLS	4
MAIN GAME MENU	5
OPTIONS MENU	5
MAIN GAME SCREEN - YOUR HUD	7
PICK-UPS	11
ENEMIES	14
CREDITS	21



INTRODUCTION

The great war lasted for nearly 47 years, but now the two largest corporations have finally ceased fire and the planet Amok is peaceful again.

The N.O.N.L.U.N. corporation was unwillingly forced into the negotiations of a peace-contract. They suffered a series of serious defeats on the battlefield, and their only choices were large scale nuclear war or a peace treaty.

People celebrated the peace, but beneath the surface the suspicion and anger still lurked, (like a fire put out by a blanket, balancing between total extinction and that little bit of air that will make it burst out again.)

The Bureau is desperate to provide just that bit of air to make the flames group between the corporations once again.

The Bureau was one of the many small outfits that profited heavily during the war recruiting mercenaries and bounty hunters for special assignments ranging from simple bombings to complex assassinations. Their plan now is to make the two corporations equal opponents again.

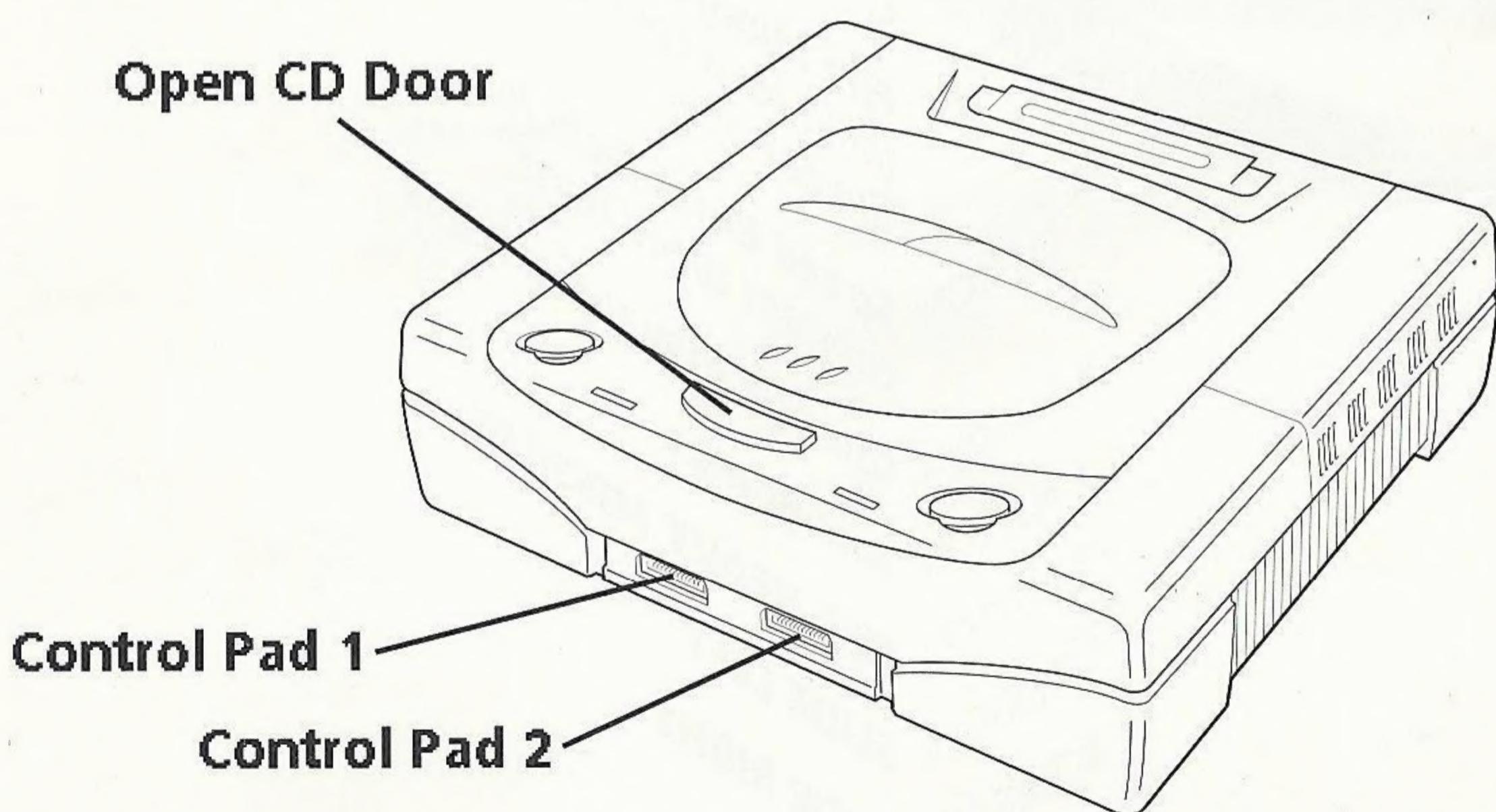
To do such, the Bureau has hired just the right man, Gert Staun, who has made a living as a mercenary from the beginning of the war. Staun pilots a highly modified battle walker named the Slambird. It is equipped with a range of missiles, bombs, mini guns and many other types of military devices which must be used efficiently to successfully accomplish the complex missions that lie ahead.

1. Set up your Sega Saturn System® as described in its instruction manual.
2. Place Disk 1 AMOK label side up, in the well of the CD tray and close the lid.

GETTING STARTED

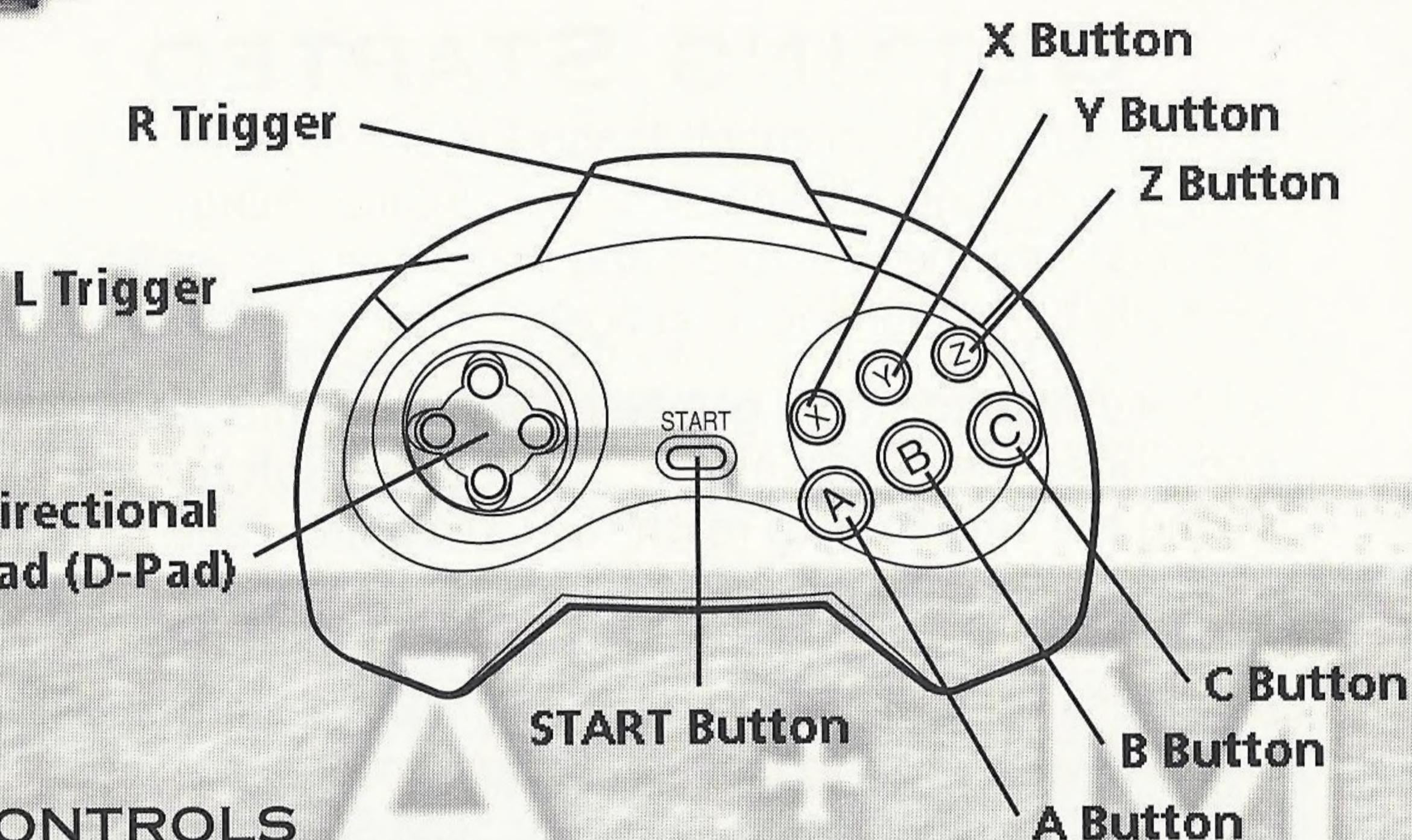
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, open the CD drive door, or perform a soft reset during the Title Loop to reach the CD Control Panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



GAME CONTROLS

A M O N

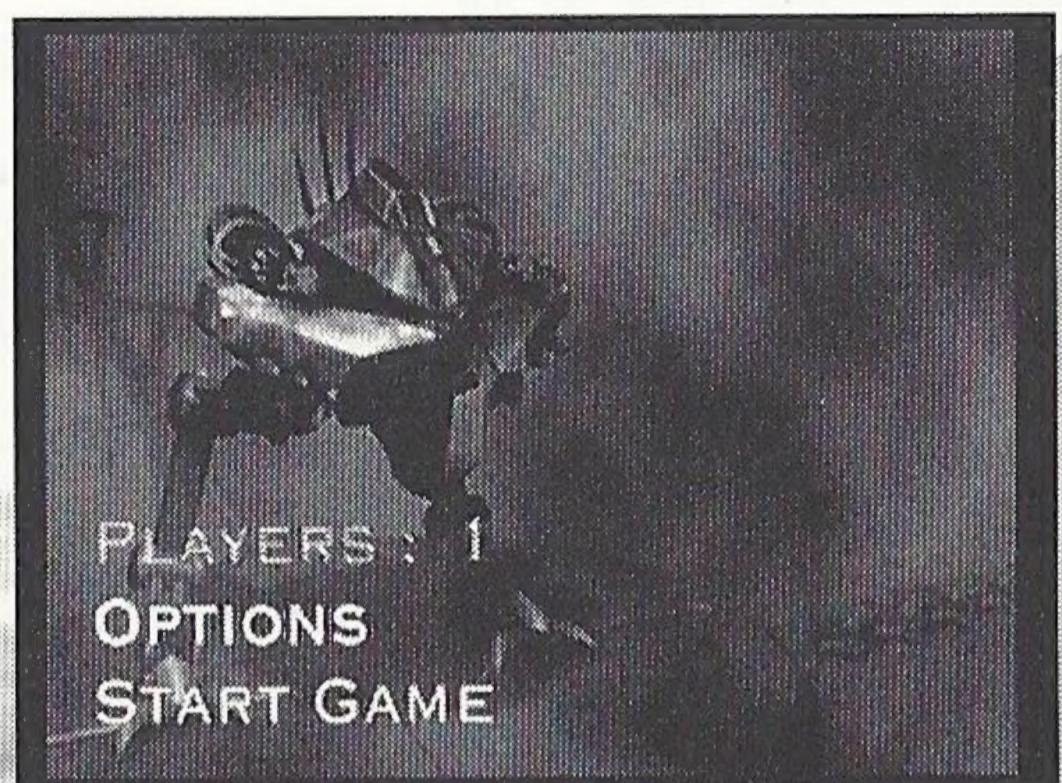


CONTROLS

START
PAUSE
REVERSE
FORWARD
TURN LEFT
TURN RIGHT
Fire Missiles (hold for a continuous fire barrage)
Fire Minigun (hold for a continuous fire barrage)
Speed Burst (hold for a constant speed burst)
Change play perspective
Toss Bombs
FIRE HEAVY MISSILES
SLIDE LEFT
SLIDE RIGHT

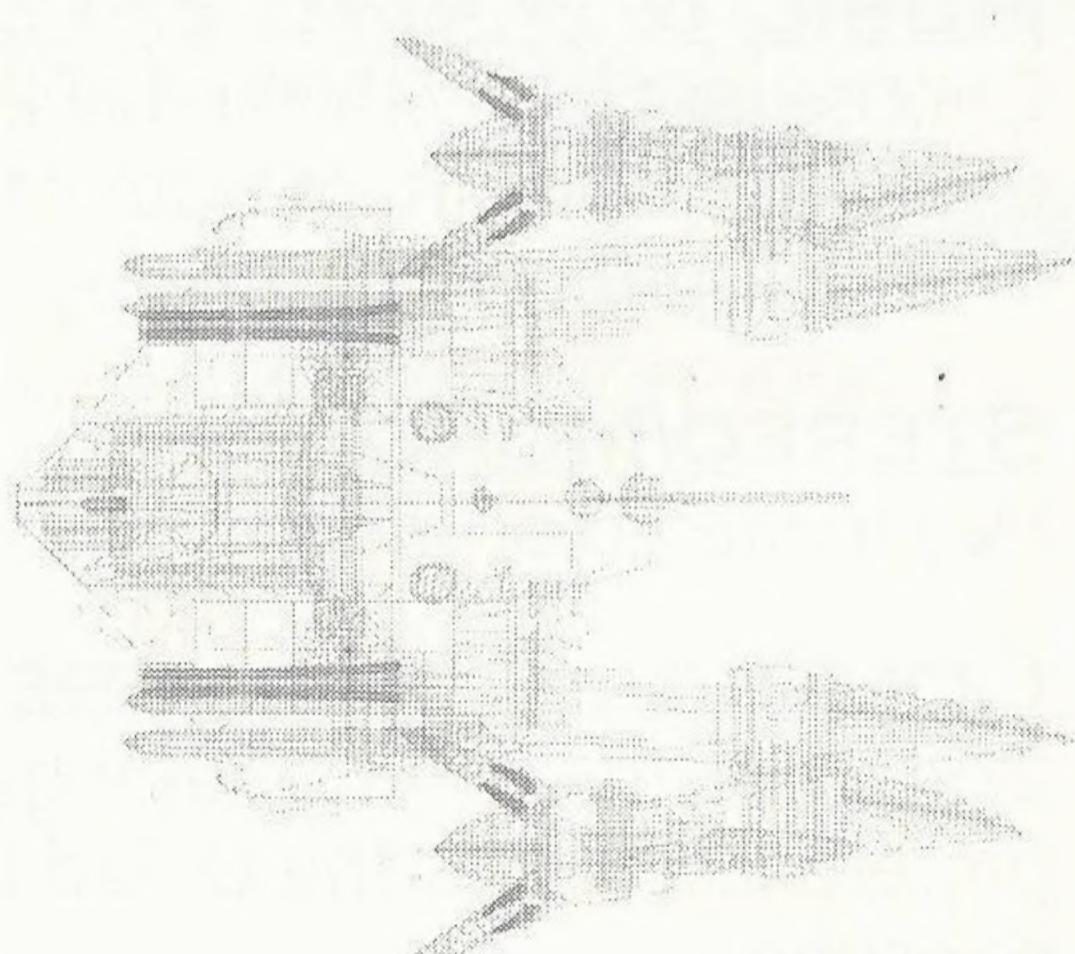
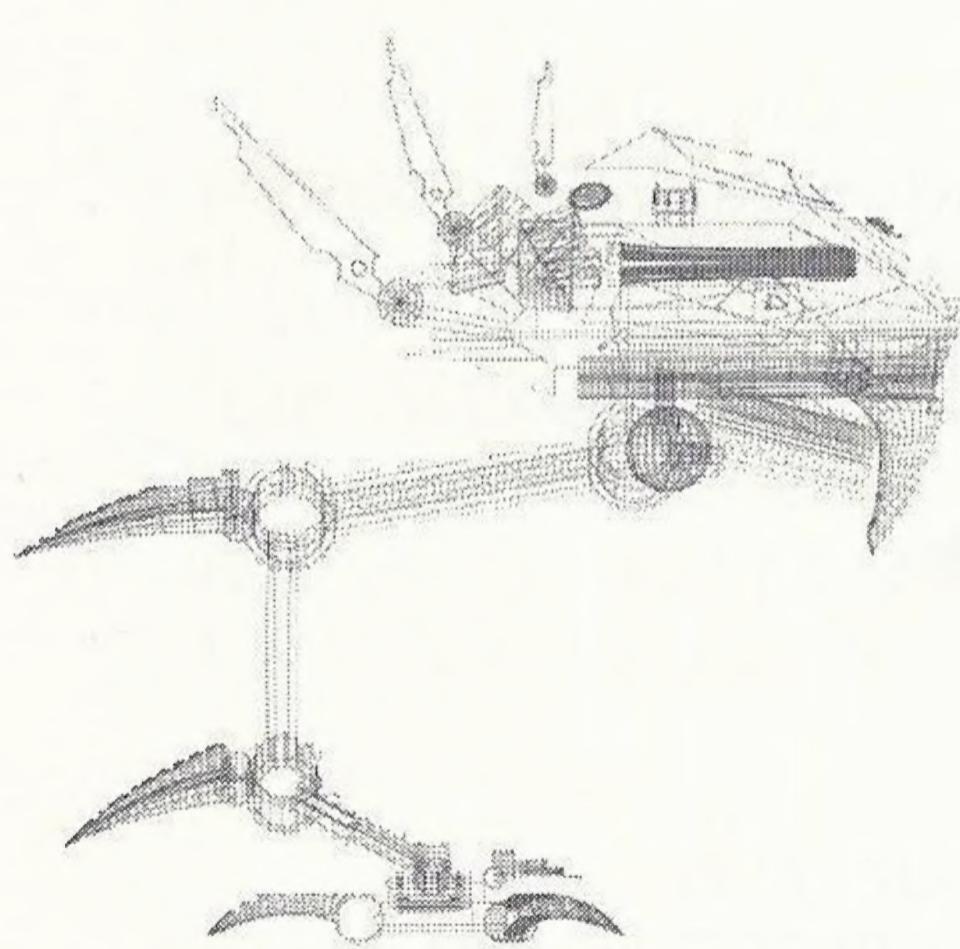
D-Pad DOWN
D-Pad UP
D-Pad LEFT
D-Pad RIGHT
A BUTTON
B BUTTON
C BUTTON
X BUTTON
Y BUTTON
Z BUTTON
L TRIGGER
R TRIGGER

MAIN GAME MENU



Here you can choose to play with one or two players, configure the game settings in the Options Menu, and begin your kamikaze raid against A.Z.T.K.

To make a selection, press the D-Pad UP or DOWN to highlight an option and press the START Button to make your selection.



AMOK MANUAL

OPTIONS MENU

Here you can set the game design to your own specifications. Press the D-Pad UP and DOWN to select an option, then press the D-pad LEFT and RIGHT to choose the choices under each option.



LEVEL SELECT

Choose the level on which you wish to start wreaking havoc. (For use with a password only.)

PASSWORD

Enter your password using the corresponding buttons on the Controller.

MUSIC TEST

Sample the various music tracks in the game. Press the D-Pad LEFT or RIGHT to toggle between seven different tracks, then press the A Button to hear that selection.

MUSIC & SOUND EFFECTS

Choose to play with the background music and sound effects on, turn them both off, or play with music only, or sound effects only.

STEREO/MONO

Play in stereo or mono sound.

CONTROL CONFIGURE

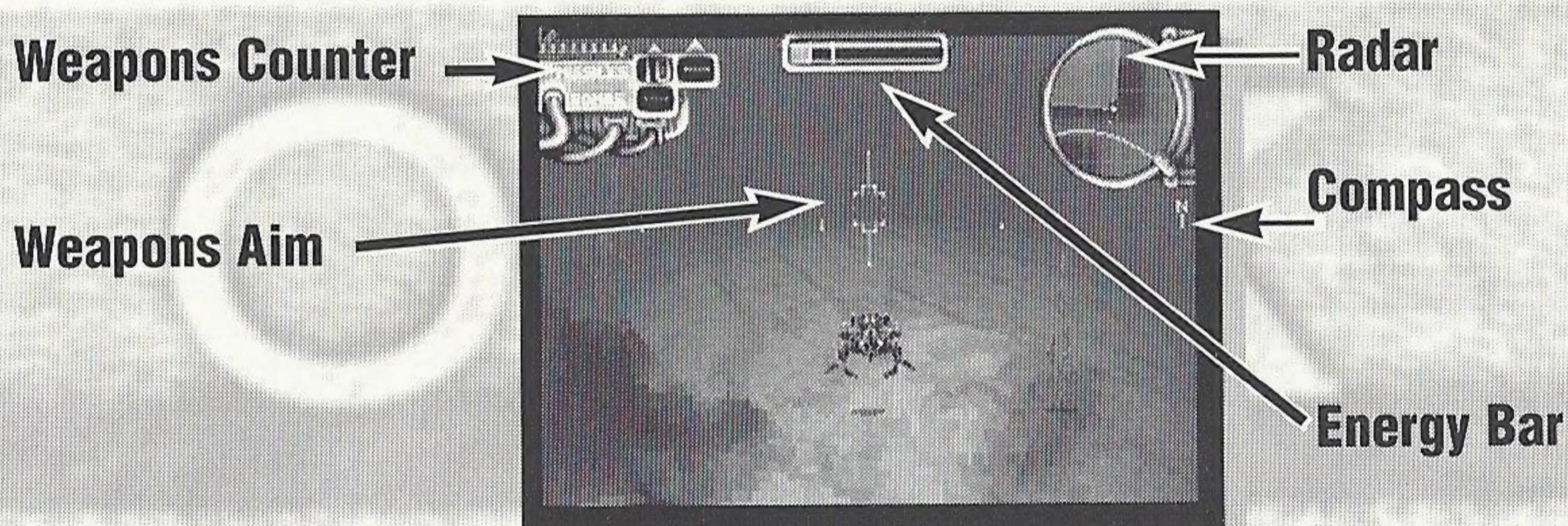
Configure the control settings to your own preferences. Press the D-Pad LEFT or RIGHT to make a selection.

DIFFICULTY SELECT

What'll it be: Easy or Hard, soldier?

MAIN GAME SCREEN - YOUR HUD

Your Heads-Up Display (HUD) is your best friend in this war. Along with any bomb or missile you can get your hands on.



Displayed on your HUD you will find the following information:

Weapons Counter: The weapon icon displays alerts you to how much ammo you have remaining.

You have four different types of weapons at your disposal: Minigun Lasers, Small Missiles, Heavy Missiles, and Bombs. (Only your Miniguns have unlimited ammo.)

Your Walker is designed to carry 40 small Missiles, 20 Bombs and 10 Heavy Missiles. As you advance, your Walker will be upgraded to carry more advanced weaponry.

AMOK MANUAL

The following items appear on the HUD screen.

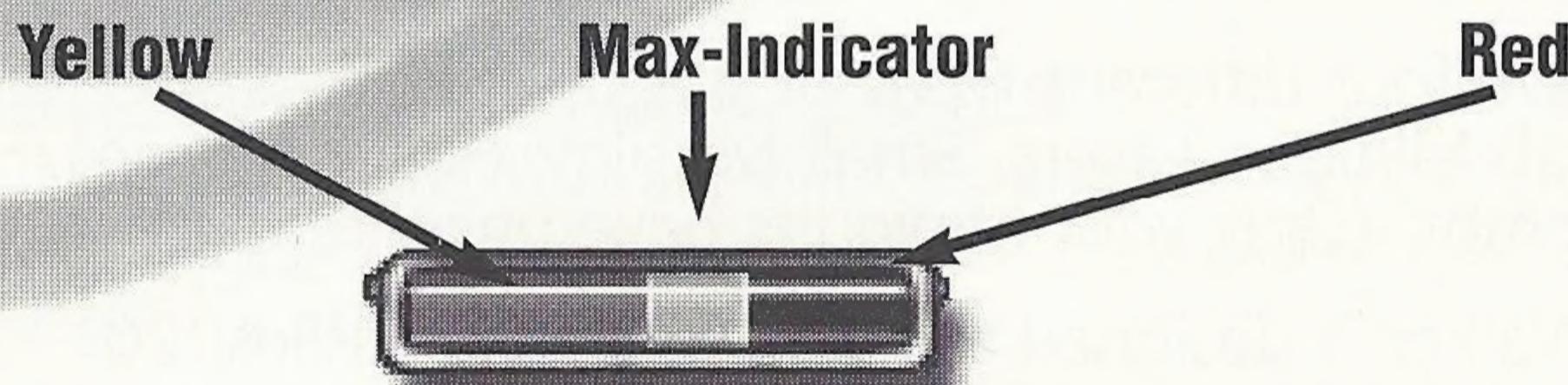
ENERGY BAR

The Energy bar alerts you to how much more damage your Walker can take before being blown to bits.

The Red Bar indicates how much energy you have remaining. A flashing red bar indicates you're doomed.

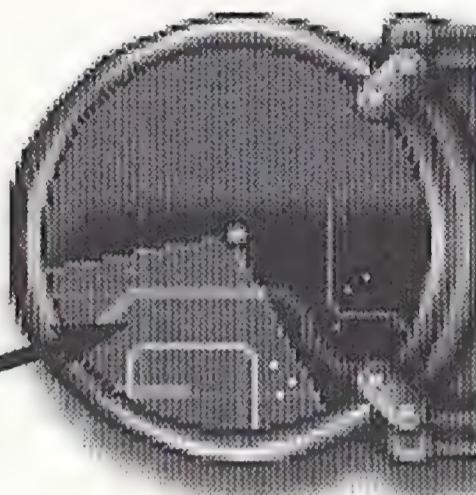
The Max-Indicator displays the maximum level of energy you can have at one time. If you obtain Hull Pickups, this indicator will move to the right, increasing your Walker's hull strength.

The Yellow Bar indicates that you have obtained a Pickup that increases your energy beyond the normal maximum capacity. When you pickup a Shield, this bar turns blue (when the Shield is almost used up, this bar will begin to flash).



THE RADAR

**View
Triangle**



The Radar alerts you to oncoming enemies, or allies. The View Triangle is your visible area, displaying your enemy (red dots) and allies (white dots).

If you are close to a mission target, the yellow Target Circle will appear. The Target Circle is otherwise visible from the Map Screen.

COMPASS

The compass functions as a normal compass, indicating the direction in which you are traveling. The little red arrow is your target pointer, follow this as it will lead you to the next target.

AMOK MANUAL

WEAPON AIM

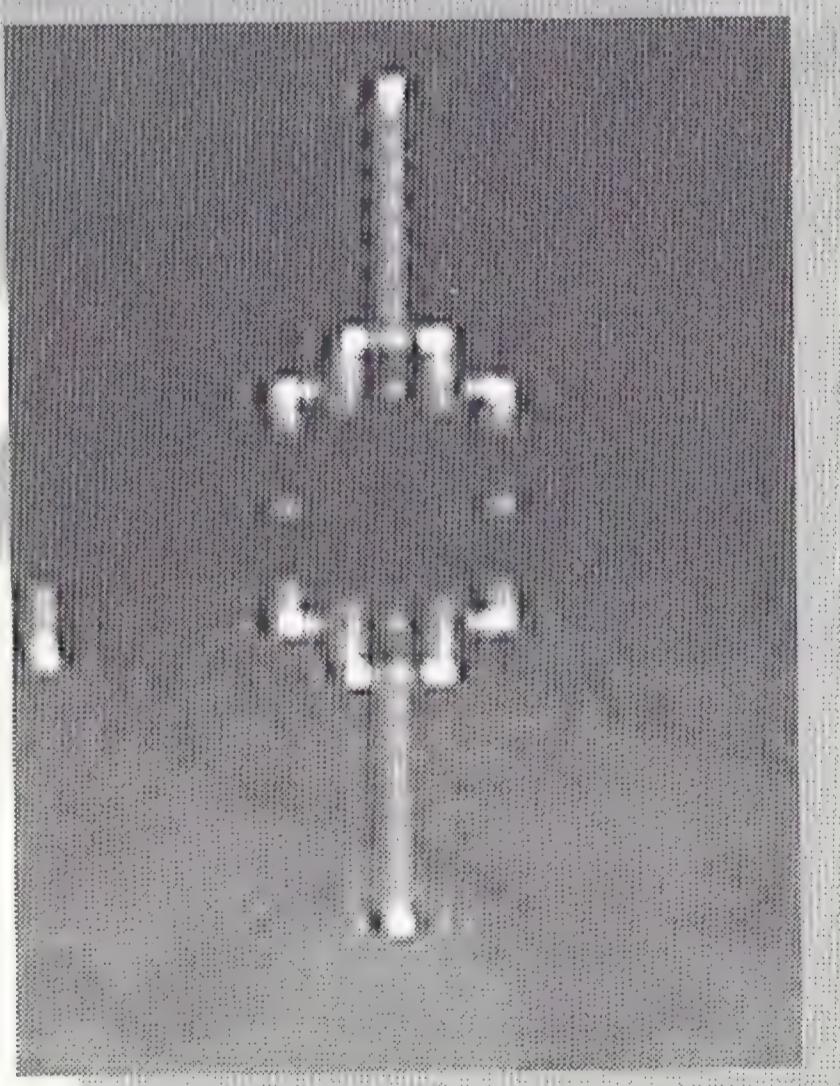
The Gun Aim is fixed to the middle of the screen, so you must move the Walker to Aim.

The Weapon Aim is divided into two units:

Gun Aim and Missile Aim.

The Gun Aim is a free-floating aim that tracks the closest enemy. When an enemy is in sight, the Missile Aim turns red, indicating that you should now blow your target into the Stratosphere.

*Many of the faster enemies are very hard to hit using Missiles, so examine the enemy before you waste ammo on him. If the Missile Aim is not tracked on an enemy, the Missile, if fired, will follow the path of the Gun Aim.



PICK-UPS

Scattered throughout each level is a collection of Pick-Ups containing vital offensive and defensive Power-Ups you can utilize in battle. To collect a Pick-Up, simply run into it.

OFFENSIVE POWER-UPS

MISSILES

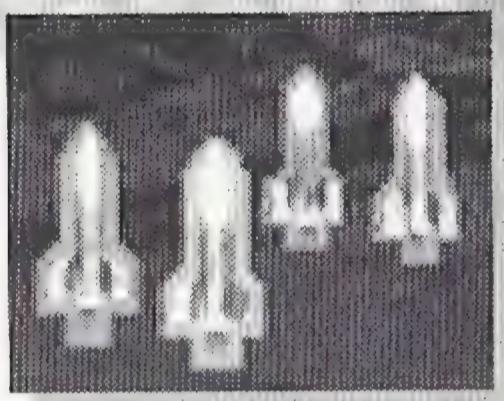
Missiles are small, non-guided instruments of destruction. The Slambird's aiming system secures a high rate for the Missiles.

Missiles can be found in handy 10-pack containers.



HEAVY MISSILES

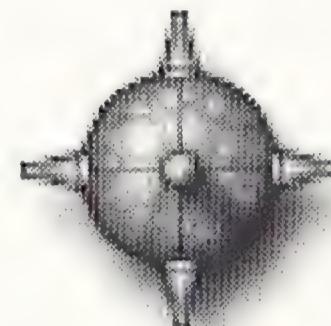
Heavy Missiles have a much more powerful impact than the standard Missiles. They do, however, travel slow, making them easy targets for enemy fire. You will find Heavy Missiles in single or 5-pack containers.



PICK UPS

Bombs

Bombs can be thrown at the enemy, over walls or into a minefield. Bombs explode a few seconds after impact and are very deadly. The blast is quite large and can kill multiple enemies instantly. Bombs can be found in single or 5-pack containers.



Rapid Fire

This special device enables the Walker's Miniguns to fire at twice the speed. The Rapid Fire device will last for 400 rounds. Rapid Fire are available in multiple packs.



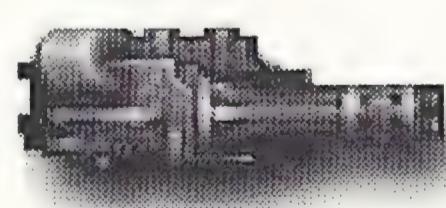
Armor Piercing Bullets

These bad boys provide hard-hitting ammunition for your Walker's Miniguns. Armor Piercing Bullets are found in packs of 400, and multiple packs can be picked up at an advanced level near you. Makes for an ideal gift for Desert Bikers of all ages.



Power Gun

The Power Gun can be found on your last mission. It is a special and very powerful weapon developed by the A.Z.T.K. Corp. The Power Gun can easily be mounted on the Walker, giving you unrivaled firepower against even the most persistent Grunt brigade. The Power Gun is fully compatible with the Rapid Fire module and Armor Piercing Bullets.



DEFENSIVE POWER-UPS

Extra Hull

Increases the maximum amount of protective energy available to the Walker.



Extra Energy

Restores a small portion of the Walker's protective energy.



Restore Energy

Restores all of the Walker's protective energy.



Full Energy

Increases the Walker's protective energy to the absolute maximum, beyond maximum hull.



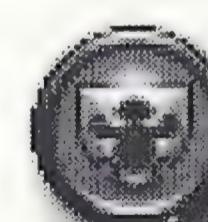
Normal Shield

Renders the Walker invulnerable for a short period of time. The shield is accumulative.



Full Shield

Renders the Walker invulnerable for a long period of time. The shield is accumulative.



ENEMIES

During the Missions you will face an army of mutants, sea life and Grunts of all shapes and sizes. For the good of evil, it's best to waste anything that moves.

A.Z.T.K. TROOPS

Grunt

The Grunt is the basic A.Z.T.K. foot soldier. He carries small machine guns and is usually found guarding or patrolling an area. Grunts are well, stupid, and if startled, they will panic and shoot one another.



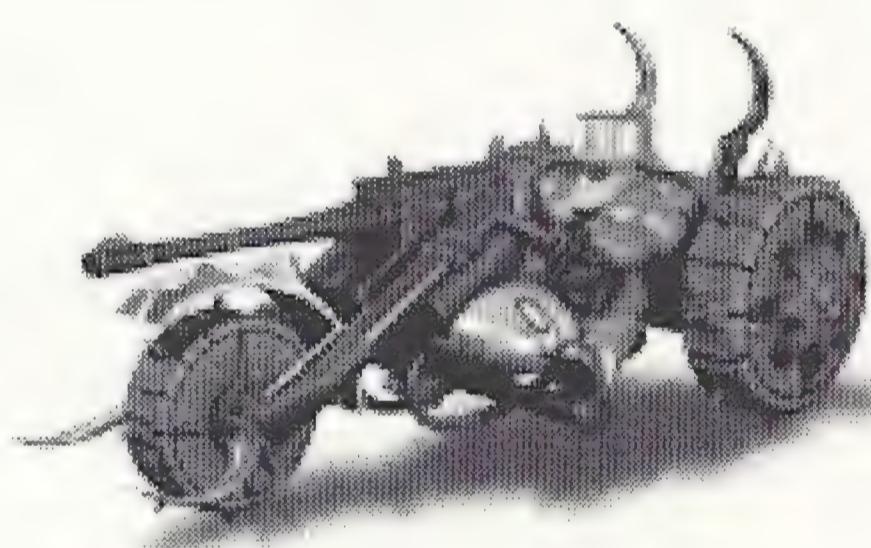
Bazooka Grunts

These guys are armed with rocket launchers and enough ammo to turn you to scrap. Fortunately, they are slow in reloading, giving you plenty of time to position and plug away.



Desert Bikers

These three-wheeled hog straddlers are crafty and hard to beat. Once they have you in their sights, they will stop at nothing to blast you to Kingdom Come. They'll even roll over their own kind to get in your face. Don't miss!



Scuba Grunts

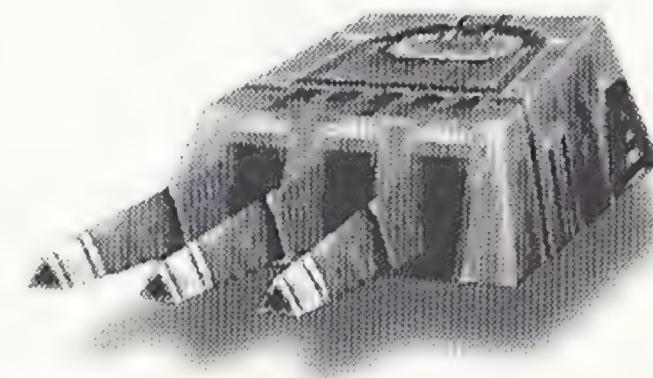
Armed and agile. Patrol in schools of four or more. Happy snorkeling!

SubScooter Riders

Riding on a small twin-engine Sub Scooter, these Grunts are craftier than their Biker counterparts and more agile than their Scuba buddies. Attack in packs, just like Sharks.

Gun Turrets

These are very large, heavily armored stationary cannons. Usually mounted near or on enemy barracks, these babies launch single barrel and triple barrel shots.



Missile Launchers

Stationary like Gun Turrets, Missile Launchers reload faster than GTs and their missiles are semi-guided. Approach with caution!

Barrel 5 Launcher

The smallest of the Missile Launchers, the Barrel 5 contains five small missiles which fire one at a time. The danger here is that each missile is corrected by the one fired before.

Double Launcher

This is an underwater Missile Launcher that shoots two heavy Missiles simultaneously. Nowhere to run, baby. Nowhere to hide.

Quad Launcher

Similar to the Double Launcher, except for the fact that it shoots four heavy Missiles and is laden with better armor.

City Gun

This bad boy's duty is to protect the HQ in the city. It shoots two heavy Missiles at once, and reloads in seconds.

CC2-Minigun

This massive weapon is a computer-controlled, heavy duty machine gun mounted on a rotating pole. Its laser guided system combined with high-shooting cadence, makes it a fast and dangerous opponent. CC2-Miniguns are very rare because of slight unreliability - they shoot anything that moves, friend o foe!

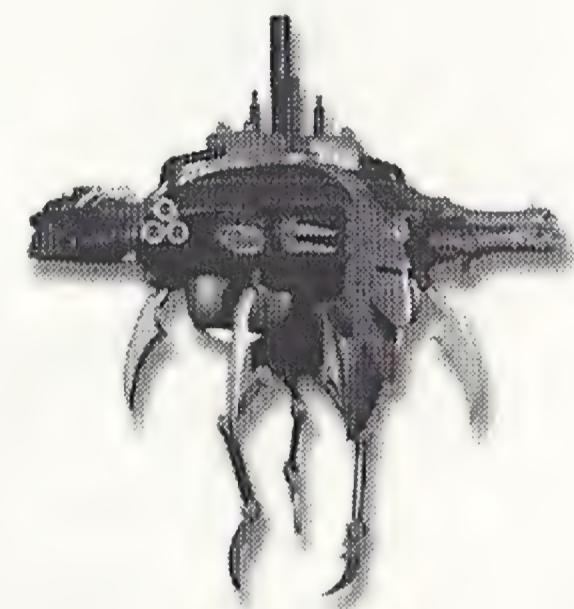
ENEMIES

Missile Tank

Heavy firepower and maneuverability keep this archaic piece of warfare machinery in battle. Never underestimate its power to destroy.

Guardian Droids

This robot is the pride of A.Z.T.K. engineers. Long range targeting system enables this beast to fire its triple-barrel pulse lasers with pinpoint accuracy. It can also move like wildfire and power ram you into submission. Watch out!

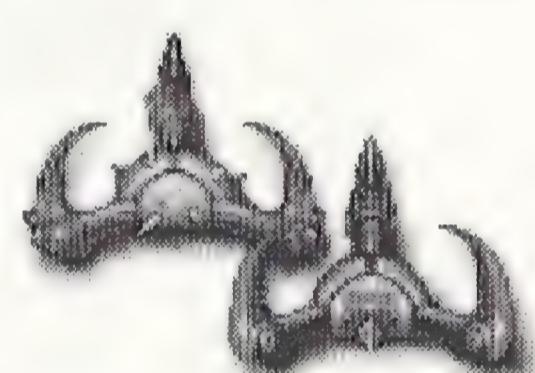


Mini Saucer

This is one of the newest and technologically most advanced enemy vessels. Comes completely computer controlled with an unrivaled targeting system that also functions as a defense detection system. A CC2-Minigun is mounted underneath its hull as well.

LandMine

Dangerous and easily triggered. These can only be blown away with Bombs or Heavy Missiles. They will torch you, so if you don't have the ammo power to destroy one, stay back. Its blast is so powerful, it can trigger nearby mines, scattering remnants of an enemy vessel miles from the scene of the crime.



Submerged Torpedo Launcher

Launches very heavy torpedoes equipped with a sophisticated target system. "Homing" is an understatement here. Fortunately, the launcher has a reload capability that must be performed by a transport droid from the ocean surface. Unfortunately, they don't miss often.

CC3 'DRAGONFLY'

A real strange creation here. Inferior to the Guardian Droid, this waste of technology was left to roam the sewers. Plug your nose, and flush these pests out with the rest of the muck.



NCD 6 Mini Tank

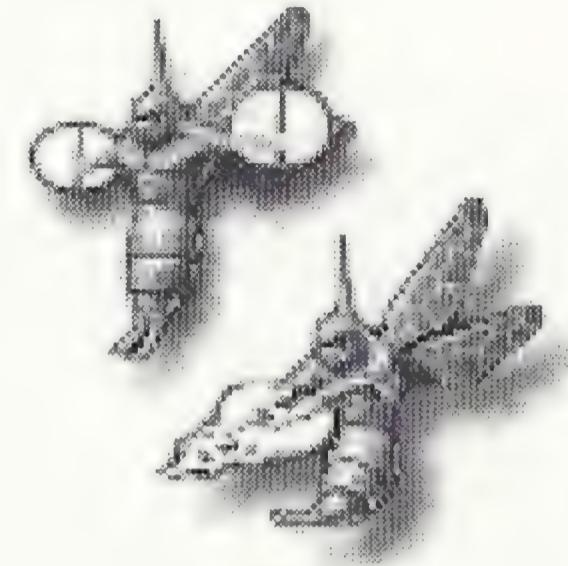
These are small missile-carrying tanks, normally used to guard small rooms. Fast and very maneuverable!

NON-CORPORATE ENEMIES

Zumzoum Warriors

These are warriors of the ancient desert tribe Zumzoum. The non-warrior tribe members (workers) live in the complex tunnel systems underneath the dirt of the wastelands.

Zumzoum Warriors have wings and attack and hunt by throwing balls of a special chemical composition at their targets. After being exposed to air for a short while, the balls catch fire and explode - torching everything within range.

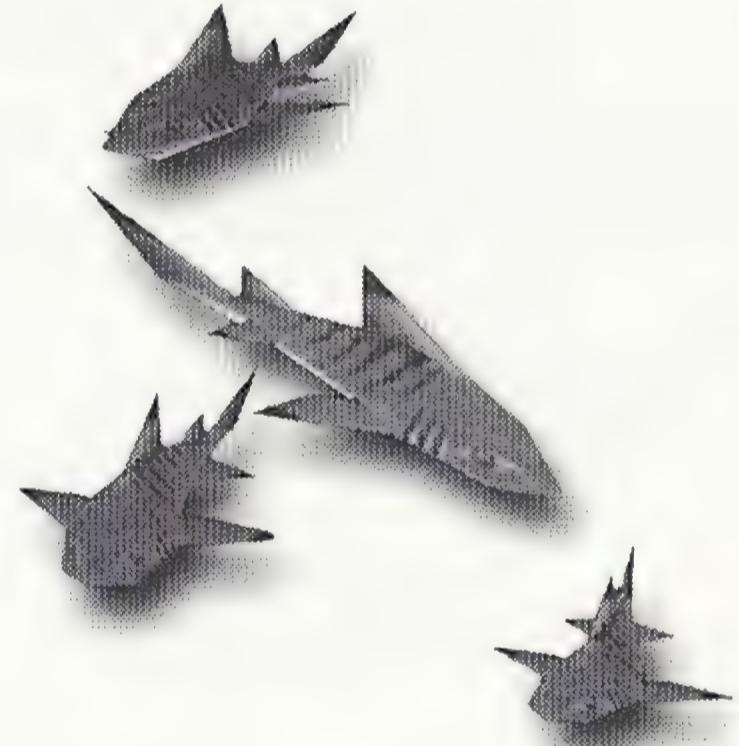


Kamikaze Beetle

A mindless carnivore, this crazy bug mutant lives in great numbers in large caves under the earth. When a Kamikaze reaches a certain age it automatically becomes a 'Frontliner'. Frontliners are the oldest and most devout Beetle as they sacrifice themselves for the existence of their species. When the Kamikaze Beetles go hunting for food, the Frontliners make the kill, exploding themselves close to the victim.

Sharks

Sharks are normally peaceful creatures, yet when provoked, they will attack without warning. Their bite is powerful enough to rip a small vessel in half. Get caught in a school and you may never make it to class.



Spiked Guhu Fish

These guys live in volcanic cracks in the ocean floor. When provoked the Spike Guhu Fish inflates its body and then, ultimately, explodes. Stomach acid and other chemicals in its body release a powerful reaction causing a deadly explosion. Leave the fish alone and go directly to the cave!



ENEMIES

AM 01

Sewer Claw

The chemical waste in the sewers has bred many new mutations, but this may very well be largest and most aggressive of them all. Sewer Claw attacks by reaching out of the water to grab you with its poison claws at the end of its tentacle. These darn things'll eat you for lunch.

Steel Jaw Rat

The rat species has mutated for many generations into a very dangerous - and ugly - creature. Eats everything in sight, especially steel Walkers!

Cave Bat

A pest at best. Don't waste your time.

Giant Ram Ant

A large and rare predator that lurks in the corners of the sewer, the Giant Ram Ant is definitely not your garden variety. You'll need more than a magnifying glass to sizzle this guy.

MISSIONS

Mission 1, Phase 1: DESTROY RADIO TRANSMITTER

An Outpost in sector 14-H has been discovered. Neutralize soldiers, waste the generator supply and, ultimately, crush the radio transmitter inside it. Guardian Droids, Turrets, and enemy jets abound! Do your job and get out quick!

Mission 1, Phase 2: OPERATION P.O.W RESCUE

Our men have escaped the prison camp. Rescue POWs before they are recaptured. Shoot through the A.Z.T.K. prison and be sure to deactivate the electrical fence so the soldiers can escape. Mine fields and Grunts are everywhere. The Bureau cannot guarantee your safety, so you're on your own here.

Mission 2, Phase 1: HEAVY DUTY MISSILE RAID

The BUREAU is preparing a raid on a Loso despot, but having difficulties. They need to you clear the raid target. Infiltrate the weapons depot and snag the Heavy Duty Missiles, then go to work on strategically positioned Grunts hidden on every building top and crevice in this place. Watch for plenty of weapon Power-Ups to keep you going. And whatever you do, don't pick up the shiny spiked Power-Up impostors - they'll blow you to smithereens!

Mission 2, Phase 2: OPERATION LOSO TAKEOVER

With A.Z.T.K. weakened, it's time to capture Loso. Destroy fuel tankers and transporters, ammo depots and enemy containers, and military barracks and personnel buildings. Then head to the A.Z.T.K. headquarters and destroy the pyramids, rendering the do-gooders defenseless. Missile Launchers, Bazooka Grunts, tons of Bomb Power-Ups (guarded by Missile Launchers), Mini Saucers and Guardian Droids await. Loso shall be ours!

Mission 3, Phase 1: DEPTH CHARGE

Put on your scuba gear - we're going into the depths of hell on this one. An A.Z.T.K. officer is in the process of escaping with information about a new weapon system. Destroy his escape vessel before it reaches the A.Z.T.K. research lab. And while you're there, use your Heavy Duty Missiles to greet Desert Bikers, Spiked Guhu Fish, and Scuba Grunts.

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Mission 3, Phase 2: OPERATION MONORAIL

A.Z.T.K. has build a large submerged fortress. We must destroy it to gain access to the tunnel system beneath the city where the monorail's generator lies. Here you must activate the control platform to send a bomb towards the A.Z.T.K. fortress. Unrelenting is an understatement here. Scuba Grunts are in full force. Keep an eye on your Radar and keep a quick thumb on the Fire Button. Load up on Bombs and Heavy Missiles like they are going out of style.

Mission 4, Phase 1: OPERATION BOMBS AWAY

The massive explosion at the fortress has revealed a subterranean ammo depot. Locate the ammo depot and activate the time bomb in the north chamber. The timer will allow just enough time to vacate and destroy the gates. To better your chances, we've upgrade your weapons system to double capacity. Guardian Grunts... They're all over. It's bombs away, Bro'. Only one more to go after this!

Mission 4, Phase 2: OPERATION KICK BOT

If you're lucky enough to get this far, you'll know exactly what to do.

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SCAVENGER

CREATED BY- Lemon, a Scavenger team

CODE:- Soren Hannibal, Martin Plas

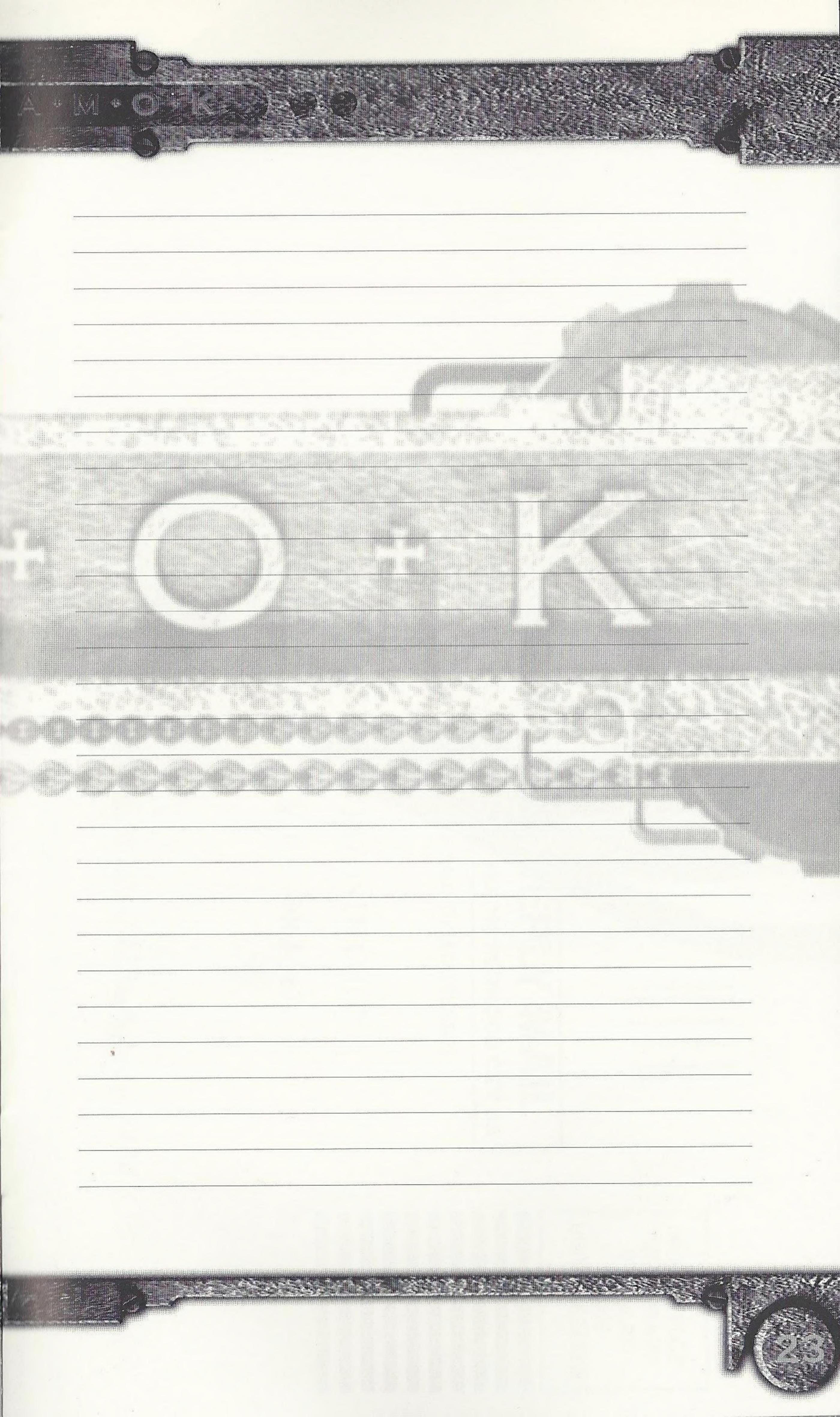
GFX:- Jacob Anderson

MUSIC & SFX:- Jesper Kyd

TESTING- Michael Persson, Jesper Kyd, Morten Thuesen, Darran Hurlbut & Mikko Tahtinen

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Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
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To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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- 8 Virtualoids, each with its own weapon arsenal.
- 10 full 3-D polygon battle arenas.

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